

H	H	000	000	FFFF	AAA	N	N	DDDD	M	M	000	U	U	TTTT	H	H		
H	H	0	0	0	F	A	A	NN	N	D	D	MM	MM	0	0	U	U	
HHHHH	0	0	0	0	FFF	AAAAA	N	N	N	D	D	M	M	M	0	0	U	U
H	H	0	0	0	F	A	A	N	NN	D	D	M	M	0	0	U	U	
H	H	000	000	F	A	A	N	N	DDDD	M	M	000	UUU	T	H	H		

Number 22

December 15, 1981

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Game Openings? Yes, Yes, Yes

RAMBLINGS

Well gang, here we are again. I hope. Don't expect too much from me in the future. I'm not allowed to ever see Angie again and it hurts now just as much as all the other times we were broken up. Notice I said broken up and not broke up. The Idea, again, was not our own. Oh, sure, we've broken up on our own before but we were always back together the next day (if not sooner). This time her mother and father stepped in AGAIN. Last time they did I couldn't see Angie for about two months and when I did get to see her, it still took a long time to get our own feelings sorted out. We were back on the right track though with things going good then all of a sudden, wham, bam, shazam, we get fucked up again. I guess parents will never understand their children and men will always be plagued by the petty prejudices that destroy people's lives daily. Anyway, faith and hope still linger (barely) and I know I love Angie, so with those three working in my favor, maybe things will work out.

Other personal stuff... my dad's been doing pretty good healthwise lately. My mother had her wrist operated on. Something about the nerves being pinched. It hurt her before and now it hurts after - I guess it needs about six weeks to get better. My brother, Billy, should be on his way home from NC even as I type this. He graduated 3rd in his class which is good, but not good enough to earn him lance corporal which he wanted. He should make it soon though, anyway. He is doing good in the Marines and we're all proud of him.

Oh, how could I forget - we got a new kitten. He's all white which is quite a contrast to the old black one we still have (Hobo). My mother's dog Mikey likes it because it's smaller than him (Mikey's one of those fat little weiner dogs.) Our first snowstorm has arrived...we got about 2 feet in the last 2 days. Almost forgot to write about the Rambler! It's been good. The gas gauge still doesn't work, the tailgate window's still out of commission and the left rear door still can't be opened. I think I need a new voltage regulator too because my battery keeps overcharging (and consequently losing water). But we're ready for the snow because I got 4 snow tires on it. Now if I can only learn to drive on the stuff! Well, it's not really that hard. In fact, I took my THIRD road test today (12/11/81). Did pretty good too, in spite of the snow. Hopefully I'll have my liscence by next week.

On the game front...R1 and R2 rattle on. That international game is the pits. I think Malc took me out of it without even asking me. I wrote to everyone but so far only heard from Germany and Italy (whose letter took a month to get here). I'm supposed to be Turkey. I picked up a standby position in the Chamber. I got Germany in W '01 - same as R1, only the Italians are not in Munich this time. So in this game I should be able to concentrate on building an empire instead of fighting for my own homeland, which is a much nicer pass time.

Since we last met I played my first face to face game and there should be an article or two about it soon. I'm also in a local telephone game with weekly deadlines. I'm playing England which is something new to me. I'll keep y'all posted as the game goes on.

RAMBLINGS (cont.)

The hobby in general? Only thing I can think of is Black Jack Masters printed something anti-Byrne in Black Frog and alot of people didn't like it. I beleive I read the issue in question but don't recall anything special. Anyway, Jack supposedly publishes BF to help him do better in his games which I beleive is the wrong reason. Oh, Dave Manuel has made himself heard from, Kleptomania showed up and Dick Martin even remembered to do Retaliation.

H&M news: No new subs or trades. There are a couple letters this time. The big news is H&M is getting bigger! I have made arrangements to switch back to xeroxing (which is only appropriate since the tallest building in Rochester is the Xerox building). The catch is it will only cost me 2¢ per side! So I guess H&M will go to what I beleive is the one ounce limit of 12 pages (6 sheets - 12 sides). How will I fill all that space??? Anyway, recalculating the cost - we get 24 cents for copying and 20 cents for postage which comes to 44¢ each. So, if all goes well, next issue will see a DECLINE in the sub rate to 45¢ per issue. See, the inflation rate IS going down! (By the way, last issue cost me 66¢ each.)

Well, I think I covered everything.

ARTICLE OF ARTICLE RESPONSES

by Mark Lew

Jim Meinel's article on forgery reminds me of a practice I used to employ which helps avert being forged. I don't do it anymore out of laziness, but my style's fairly inimitable so I'm safe. (Really, I didn't originate the habit as an anti-forge technique either, it just turned out that way.) Without further ado, all you do is copy someone's style when you write to him. To a certain extent that comes naturally. If I get an ultra-serious letter I'm inclined to be serious in return, but if I get a letter from Scott Hanson, for instance, any game is unlikely to come up. So copying writing style is one thing. Also, pick up on little details. LOTS of players will write the Boardman Number and/or date and/or assorted other things. When you write back copy the info in the same format. Be sure to pick up other little quirks like notes in the margin, felt vs. ball point pen, misspelled words, no paragraph seperations, etc.

Finally you should imitate handwriting too. You needn't be flawless but just make your writing hint at your writee's. Like if you write to Dick Martin you can do little things like round your letters a bit and start your 'o's on the bottom.

In case you're still wondering, the reason you do this is, well, let's assume player A is going to forge a letter from you and send it to player B. A's idea of your style is really your style plus a touch of A's, meanwhile B's idea is yours plus a touch of B's. So when B gets the letter not only will he notice its similarity to A's style, but he'll notice a lack of his own touch. So if B is with it at all he'll be suspicious. Sneaky, no? You'll notice the same applies should A decide to remail a letter you really sent him.

And now a bit on your article, Don. I think your idea that if he doesn't want my zeen I don't want his, is a little silly, but if that's how you feel, fine. Um. I was going to argue your point down but it occured to me no matter how illogical I proved it, it would be unconvincing because it says nothing to the point which is that a certain action causes you to not want a certain(thing) which, logical or not, is valid. Did I make myself clear; probably not.

((Once I figured out your handwriting I think I got your meaning. To show how tough it was to type this article (and to fill the rest of the page), below is a sample of Nanook's infamous handwriting. Notice he can write legibly when he wants to. DLS))

Found your letters a bit and start
your 'o's on the bottom. ~~And now the~~
In case you're still wondering, the
reason you do this is, well, let's assume
player A is going to forge a letter from
you and send it to player B. A's idea

A LITTLE BIT OF EVERYTHING

by DLS

About a month ago I got Everything #50. Everything, as we all know, is the official journal of the BNC, and lists game starts and endgame stuff. It was the first one I ever got and it's very interesting. What follows are a few tid bits I picked up while going over Everything.

Everything is a gold mine for statisticians. There were 40 regular games reported to have ended in #50. I will be dealing with these games only. Let's look first at what happens to a country when it gets no builds in 1901....This happened 23 times. Table I shows the dis-tribution. Russia went buildless in 1901 8 times (and once had to remove a unit in 1901) but get this - Russia has the best survival record - 2 of them even participated in Draws (a 2-way and a 3-way!). Two others survived to the end (1913 & 14) while the other four were eliminated - though one lasted till 1908 and another even hung on till 1917! So if you ever play Russia and come up empty in 1901 don't give up!

Now, sadly, we turn to the other end of the spectrum - Austria. Buildless 7 times and eliminated 7 times. What can be said? Only 3 made it past 1903. One brave soul stuck it out till 1907. If you're Austria and you get no builds the first year, hang it up. (Likewise for Germany and Turkey. All three were gone by 1903.) France is sort of mediocre. 1 survived to the end (1903) while the other two were wiped out (1904 & 07).

The one buildless Italy lasted to endgame (1910) which I think confirms my statement of a couple issues back that, at the start of the game, no one can really take advantage of Italy. (The one misfortunate England was eliminated by the end of 1903.)

The moral of this story is: if you want to do good, get some builds in 1901!

Now let's take the other extreme - countries getting 3 builds in 1901. This happened 18 times. Table II shows the breakdown. Germany pigged out the most times but the results weren't spectacular. In fact, only one Germany got a Draw (2-way). 5 lasted to endgame while the other was eliminated in 1905. France's record wasn't that great either - one win, one 4-way draw, 2 survivals and 2 eliminations (06 & 08). Russia shines though - 2 of them got 3 builds in 1901 and both of them went on to win (1907 & 10). The 3 build Austria won also (1911). The Italy took part in a four way draw while the Turk just survived (though he did last till 1916). In all fairness to the Yanks I want to point out that it's impossible for England to get three builds in 1901.

Summery - unless you're Russia (or maybe Austria) don't bother going for 3 the first year.

2 games, 1979 KM & 1979 KO, went from start to finish without changing a single player. I think those involved deserve a pat on the back. (How's this for a statistic - both of those games ended up in Turkish wins!) 2 games, 1976 EZ and 1978 J, both had a total of 16 players (and a CD or two). Disgraceful! Anyway, Italy won one while Turkey won the other. It seems to me if you play Turkey you want a big turnover of players or none at all!

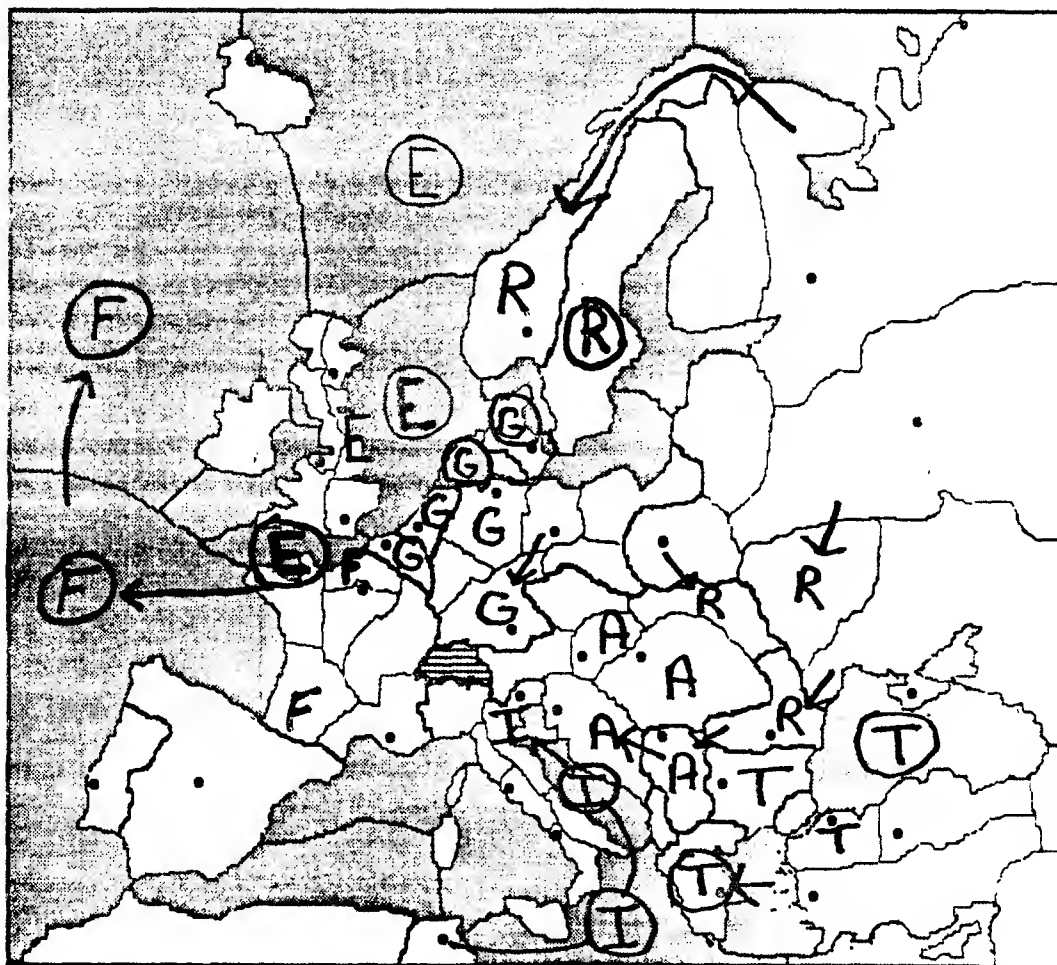
Let's take a look at the longevity of the games. Table III gives us the picture. As you can see, the majority of games ended between 08 and 10, inclusive. 07 & 11 fall into the pattern as do 06, 12 and 14-17. But why does 13 deviate? Let's examine those 6 games to see if we can find out. There were four wins (T,F,A&I) and a 2-way and a 4-way draw. Nothing special there. 4 of the 6 games had Ron Kelly as a player. That's not really special either as Kelly was in a total of 17 out of the 40 games. 3 of the games were transferred from one zine to another while the other half were played out in one zine. For the life of me I can't figure out why. I guess 13's just unlucky!

Anyway, since I mentioned Ron Kelly above let me add this! 1974 CQ ended (7 years!) and the Russian player (who was the only original player left at the end) won. However, the amazing part is that Kelly took over the Italian position in 1903 and finished the game. Now that's dedication in a standby!

Well, there you have it folks - my interpretation of Everything #50. Hope you liked it. If anyone out there seen something interesting that I missed how about sending me an article on it (or at least a letter)?

1981 CX
DEMO
GAME

Fall
1902



Retreats:

Austria:

F Gre
must re-
treat to
Alb or OTB

Italy:

A Tri
must re-
treat to
Tyr, Alb
or OTB

FALL 1902: RUSSIA EXPANDS INTO SCANDINAVIA AND CENTRAL EUROPE AS TURKEY ADDS GREECE TO ITS EMPIRE. AUSTRIA RETAKES TRIESTE BUT COMES OUT BEHIND ANYWAY. ITALY STAYS EVEN, ENGLAND DOESN'T. FRANCE AND GERMANY DON'T DO MUCH OF ANYTHING.

Austria (Gray): A Vie S A Ser-Tri, A Bud S A Ser-Tri, A Rum-Ser, F Gre H/d/ r Alb or OTB
England (Baker): F NWS S F Nth, F Nth C A Yor-Hol, A Yor-Hol, F Eng S FRENCH A Pic-Bel(nso)

France (Simon): A Pic-Bur, F Bre-MAC, A Gas-Bur, F MAC-NAO

Germany (Tuharsky): A Ber-Mun, F Den S F Hel-Nth, F Hel-Nth, A Kie S F Den, A Bel H, A Hol S A Bel

Italy (Rowell): A Tun-Ven, F Ion C A Tun-Ven, F Adr C A Tun-Ven, A Tri H/d/ r Tyr, Alb or OTB

Russia (Tully): F Swe S A StP-Nwy, A StP-Nwy, A Mos-Ukr, A War-Gal, A Sev-Rum

Turkey (Martin): F Bla S A Bul, A Bul S F Aeg-Gre, A Con S A Bul, F Aeg-Gre

SUPPLY CENTER CHART

Austria: vie, bud, tri, ser, ~~ltp~~ (4)

England: lon, lvp, edi, ~~nwy~~ (3)

France: par, bre, mar, spa, por (5)

Germany: ber, kie, mun, den, hol, bel (6)

Italy: rom, nap, ven, tun (4)

Russia: stp, mos, war, sev, rum, swe, NWY (7)

Turkey: ank, smy, con, bul, GRE (5)

remove 1

remove 1

build 1

even

even

build 2

build 1

NOTES:

1) I want to thank Dave Carter for submitting standby orders for Russia.

2) The deadline for Autumn & Winter 1902 and Spring 1903 is Friday, January 15, 1982.

3) If I get 3 (three) requests I will separate the spring season.

DEMO GAME PRESS

PARIS to world: The telephone number (if listed) of anyone in the United States can be gotten, toll free, by dialing: (area code) 555-1212, and by telling the operator who answers the name and address of the person whose phone number you want. If you don't know the area code of the person you want to reach, consult the map in the front of your white pages. If you're still not sure, call any area code in that state and tell the operator what city the person lives in; you will then be told which area code to use. By using this method, I have the following phone numbers for the players in this game: Tuharsky, (408) 243-4227; Rowell, (415) 969-4117; Baker, (713) 488-0792; Tully, (415) 525-3260; Gray, (216) 322-4247. My number is (202) 484-3927. Martin and Sigwalt do not have their phone numbers listed.

Rochester to world: My number is (716) 232-1879. I also have Dick's number so if there are any NMRs I will not hesitate to call you guys collect. You are not obliged in any way to accept such a call though but at least you'll be warned if you're about to NMR. OK?

Rome: Wrong Way has disappeared! If anything is known about his whereabouts please contact your nearest Italian embassy or call toll free (800) 000-000.

Berlin: The Kaiser had some good news and some bad news to report to the German people in a recent press release. The good news is that communications between Germany and Turkey have been established. It seems that a certain communications officer (who is rumored to share a common grandmother with Italy's infamous "Wrong Way") was speaking into the receiver and listening to the transmitter. The bad news is that; while some messages have found their way from Trieste, communications with south central Europe will not take place until the Austrian army is defeated.

Turkey- Ho hum. At least I've heard from everybody except Austria now. Is that exciting? I Wish...

Venice to Vienna: Silence is not golden.

Turkey to Germany: Pretty formidable block of armies there. Could I have one?

Naples: The search for Atlantis has turned up nothing but Austrian fishing boats and a wreck of a tugboat. The search goes on.

Turkey to GM: So you didn't get any letters last time? Tragic. Sometimes, I wish I was so lucky!

GM to Turkey: Things are getting worse because now I have more space to fill. I guessssss I'm going to have to start reading Retaliation to see what I can steal.

COMMENTS

Well, I am very pleased that all the original players are still in the game, and I hope y'all stay around long enough to see the end. Austria and Russia almost NMRed again but they managed to make it thanks to Ma Bell. I guess we can forgive them since they're both in college and very busy.

The NMR of last season does not seem to have hurt Russia at all. In fact, he's now the strongest in terms of supply centers. He's got Norway and England alone is no problem to him, Germany made no threatening moves, Austria trusted him (probably a bit too much) and Turkey just thought about Greece this turn. The only thing that could hurt Russia now is a coalition of at least two of her neighbors. That might not even do it as Russia gets 2 builds (one from Nwy and the other from the fleet that was annihilated in Rum last spring). I expect builds in StP and Sev. The question is what will they be? A fleet in Sev, though I don't think it could hurt Turkey, could make a pain of itself. Russia has to be thinking of the possibility that this may be the only chance he'll get to replace his southern fleet. I don't think it matters what is built in StP, though a fleet on the north coast would be more useful in the future. A Fleet on the south coast wouldn't help at all, since it could not support Nwy which is what Russia may need.

It looks as though Austria is being besieged from all fronts. He lost Greece and Gal. (Rum was probably given back.) His fleet will probably have to go. What Austria really needs is an ally.....but I don't see what he can offer anybody. I still say Austria will be the first to go.

COMMENTS (cont.)

Turkey played it cool this time though I'll bet he wishes he hadn't - he could be in Sev now. Sitting in his little corner I think he could go any which way though his target will most likely be Russia now. I think an I/T alliance is a definite possibility.

Italy couldn't hold Tri and knew it so he went for position. He'll probably retreat to Tyr because if he tries to go to Alb his army might meet head on with the Austrian fleet and like matter and anti-matter colliding they'd both disappear. Sure, he could ressurect it in Rome or Naples but how would that help him?

Germany didn't do much of anything at all. What can he really do though - he's got all those armies and no allies. France doesn't really want to kill England, does, he? He could have been in the Channel by now. Actually, France is setting on the fence like Germany. Unlike Germany though, France must go one way or the other and soon. His build will tell all.....a fleet in Bre means England's his target and an army in Par or Mar points towards Germany. A fleet in Mar would be a waste. He might chicken out and put an army in Bre but then he'd lose the initiative.

England's hurting big time. He'll lose a unit and all hope of getting back into Scandinavia (unless Germany helps him which would be a diplomatic coup for the Yanks). I would NOT rule out an Anglo-French alliance. They could take Bel and/or Bur this spring. The French fleet in the NAO could be used to prop up the English defenses in the north. But then again, it could take Liverpool...

There wasn't really much action last year. Only 2 centers changed hands (Nwy & Gre). The amazing thing is I can't point to a single alliance in this game. Everybody's more or less doing things their own way. And alot of minor stabe seem to have been in the works.....R taking Nwy & Gal, T taking Gre, F not taking Bel or the Channel. There aren't any solid wars to speak of either. So what else can I say???

AN UNPAID POLITICAL STATEMENT

Dear Don,

Since Mark Lew has entertained your readers with accounts of local politics in Alaska, I thought I should do the same for my home State, Washington DC. The District of Columbia is so full of national politics, that few people realize that there is a local political scene here as well. But there is, and the main local issue here right now is DC Statehood. Yes, that's right, the citizens of DC want to become our nation's 51st State.

Though small in area (67 sq. miles), DC has a population of 673,600. And that's more than Alaska (403,000), Nevada (663,000), Delaware (594,711), North Dakota (652,222), Vermont (511,297), or Wyoming (468,209). Between them, those States have 12 Senators and six Congressmen. But the American citizens of DC have no voting representation in Congress. We do have Walter Fauntroy, our non-voting Representative, but he has a weak bargaining position since he can't participate in the vote-trading. Despite this (actually because of it), Congress often takes time out from world and national affairs to meddle in matters of purely local interest. Recently they saw fit to strike down a local law dealing with the "age of consent" for sex. If you ask me, those timid hypocrites were just afraid of what the Moral Majority might say about them back home. (And well they ought to be, considering the current state of Congressional morality.)

So instruct your Senators and Congressmen to vote "Yes" for DC Statehood!

Steve Simon

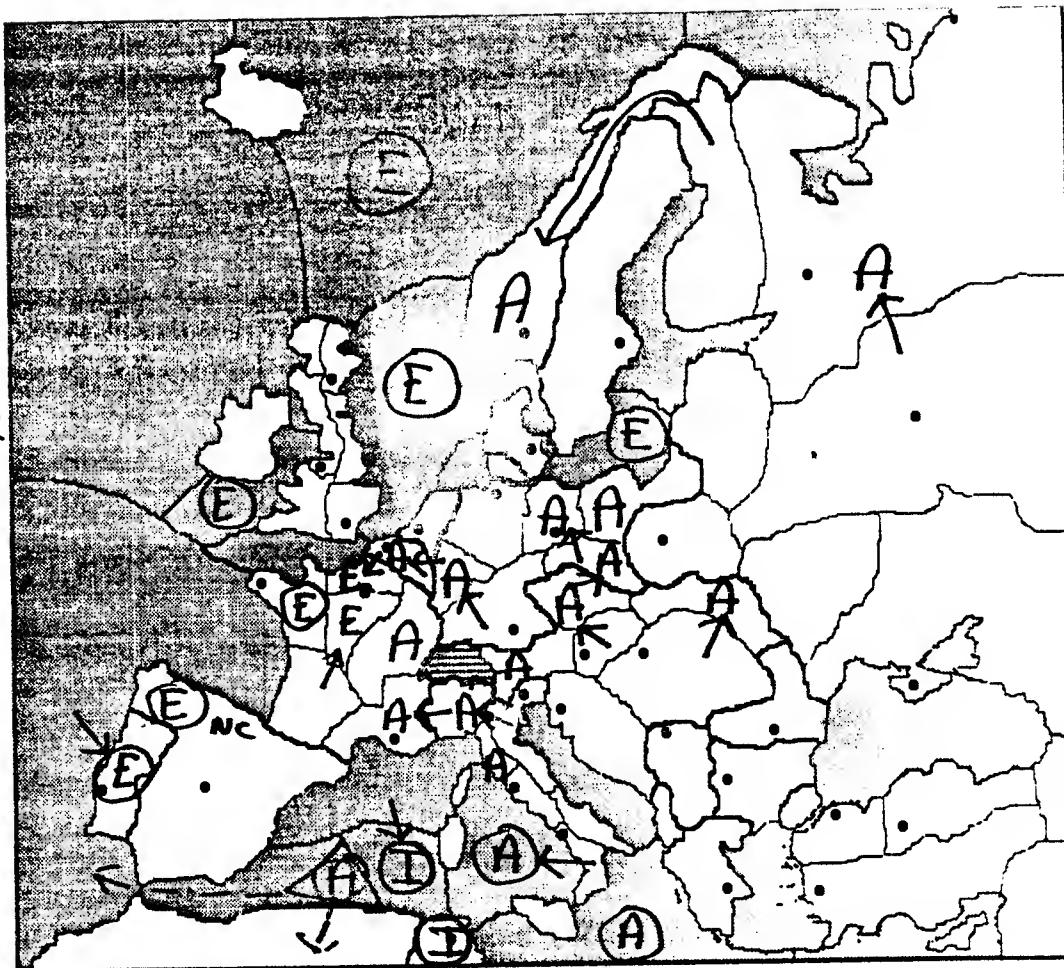
((Okay, D.C. will be 51, Puerto Rico will be 52, Alberta, Saskactawan and British Columbia will be 53, 54 and 55. After that Quebec, ontario and the rest of Canada, then Green land and Iceland then Ireland then Scotland, Wales and England..... DLS))

1980 AB

Spring 1911

Austria's
ALL OVER
THE
PLACE!

Will it
all end
soon?



Retreats:

Austria:
F wmed
retreats
to MAO,
NAf or OTB

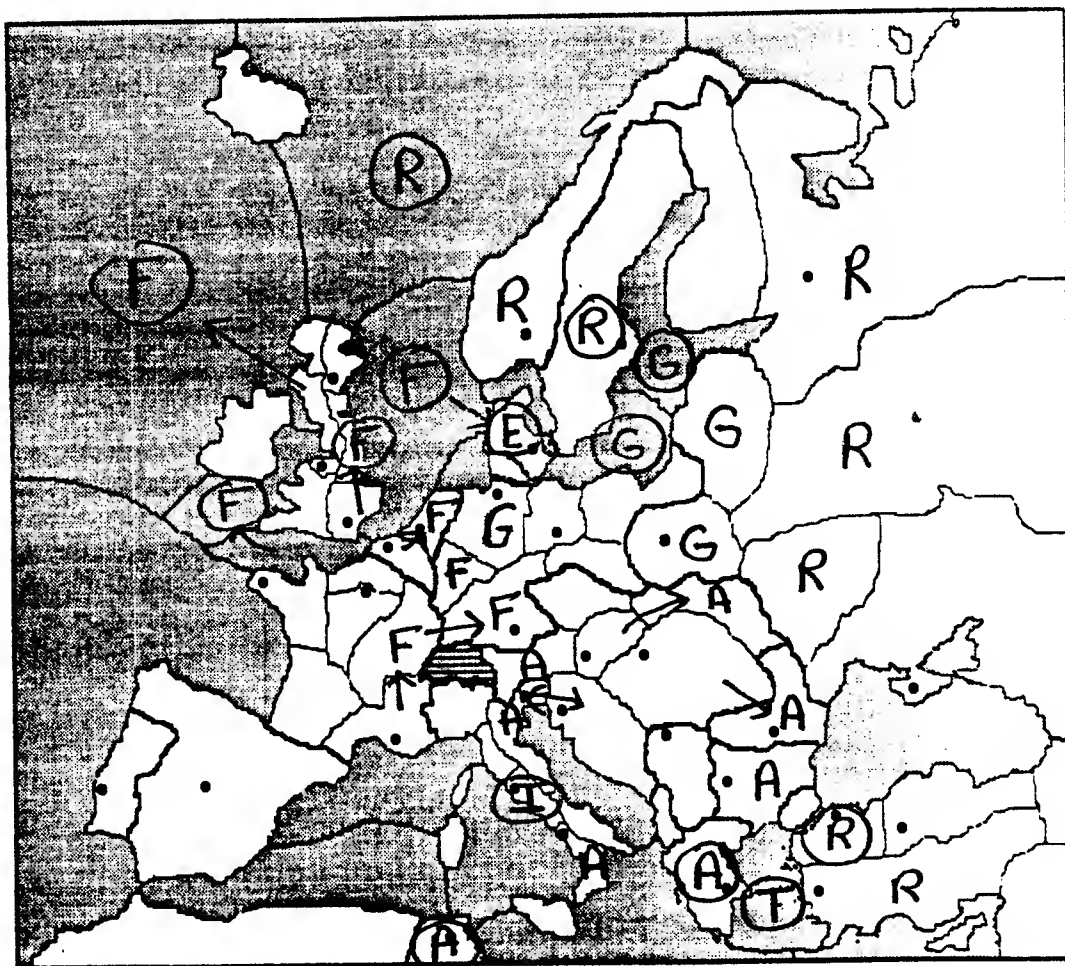
England:
A Ber
retreats
Kie, mvn
or OTB
A Mar
retreats
Gas or OTB

1979 KR:

Fall

1905

France +
Austria
virtually
unopposed.
Who
will end
up
playing
this
game?



Retreat:

Italy:
A Ven
re treats
Pie, Tus,
Apr or OTE

1980 AB:

Winter 1910: Austria (Martin): Builds A Vie, A Bud
England (Lew): Builds F Wal, A Yor, F Cly, A Ire (all impossible)
Italy (Mooney): Removes A Pic, F Por

Spring 1911: NO COMMENT

Austria (Martin): A Mos-StP, A Fin-Nwy, A Pru S A Sil-Ber, A Mun-Huh, A Ruh-Bel,
A Bur S A Pie-Mar, A Sil-Ber, A Boh-Sil, A Tyr-Pie, A Ven-Pie, F Ion S F Nap-TyS,
F Nap-TyS, A Pie-Mar, F WMed S F Nap-TyS/d/ retreat MAO, Naf or OTB,
A Tus S A Ven-Pie, A Vie-Boh, A Bud-Gal
England (Lew): F Bal H(u), A Ber H(u)/d/ retreat Kie, Mun or OTB, F NWS H(u),
F Nth H(u), F Bel-Pic, A Mar H(u)/d/ retreat Gas or OTB, A Gas-Par, F Iri H(u),
F Spa(nc) S F MAO-Por, F Bre S F Bel-Pic, F MAO-Por, F Wal, A Yor, A Ire, F Cly
don't exist, A Mar, F Iri, F Nth, F NWS, F Bal giggle at their deviousness.
Italy (Mooney): F Lyo-WMed, F Tun S F Lyo-WMed

THE DEADLINE FOR SUMMER & FALL 1911 IS FRIDAY, JANUARY 15, 1982.

1979 KR: THE SEASON IS REVIEWED.

Summer 1905: England (Palter): F Nth retreats Den

Fall 1905: TUNE IN NEXT TIME TO HEAR THE ANSWER TO THE GM'S QUESTION
WHICH WAS "ARE YOU GUYS GONNA PLAY THIS GAME OR NOT?????"

Austria (Chapman): A Vie-Gal, A Tyr S A Tri-Ven, A Bul S A Bud-Rum, A Bud-Rum,
A Nap-Rom, A Tri-Ven, F Tun-Ion, F Gre-Aeg
England (Palter): F Den H (u)
France (Guerrier): F Lon-Yor, F Nth S A Bel-Hol, F Eng-Iri, A Bel-Hol, A Mar-Bur
A Ruh S A Bur-Mun, A Bur-Mun, F Lvp-NAO
Germany (Barker?): NMR!!! F Bot H, A Kie H, F Bal H, A Lvn H, A War H
Italy (Kelly): A Ven-Tri/d/ retreat Pie, Tus, Apu or OTB, F Rom-Nap
Russia (Bergstrom?): NMR!!! A Mos H, A StP H, A Smy H, A Ukr H, F Con H, F Swe H,
A Nwy H, F NWS H
Turkey (Martin): F Aeg-Ion

Supply Center Chart:

Austria:	bud, tri, vie, bul, gre, ser, nap, tun, RUM, VEN	(10)	build 2
England:	den	(1)	even
France:	bre, mar, par, lvp, spa, por, bel, lon, HOL, MUN	(10)	build 2
Germany:	ber, kie, war , war , war	(3)	remove 2
Italy:	rom, ven	(1)	remove 1
Russia:	mos, sev, stp, nwy, war , andk, con, edi, swe, SMY	(9)	build 1
Turkey:	smi	(0)	remove 1 <u>out</u>

NOTES:

- 1) Ron Kelly's standby orders were used so he is the new Italian player.
- 2) The standby for Germany is: Dave Carter, 113 Horsham Ave., Willowdale, Ontario CANADA M2N 1Z9.
- 3) The standby for Russia is: Kevin Mooney, 216 Charles St., Westfield, NJ 07090
- 4) After H&M #21 was sent out with the announcement that I was to be the new GM of '79 KR, I received the Fall '05 orders and other info on the game from Richard Kovalcik, the ex-GM. As planned I adjudicated the moves and sent the results out under separate cover, setting the deadline for W '05 on Dec. 11, 1981. The deadline came and went and, aside from my two faithful standbys, I only heard from one player. Actually, I received a spring order for the English fleet and that's all. There was nothing else on the paper. So, rather than NMR everyone and call on standbys I don't have, I've delayed the game. I hate to do it in view of what this game must have gone through in the past but I see no other alternative. So I've given the Fall 1905 results again (above) and the next deadline is set for Friday, January 15, 1982. With the 4 week deadline there's no need to separate the seasons so both (Autumn &) Winter 1905 and Spring 1906 orders are due then.

BEGINNER'S LUCK

by Don Sigwalt

This is the story of my very first ever face to face game of Diplomacy. It was organized by and held at the residence of one Porter Nighman, here in Rochester, on Sunday, November 22, 1981. The festivities were to begin at 12:30 pm and everyone more or less arrived on time.

One of the first things I noticed upon entering Porter's house was a copy of H&M on the living room coffee table, so I knew right away he had some good qualities about him. He showed me into another room where a Diplomacy board was set up on a card table in the middle of the room. (It must have been their computer room because a lot of interesting equipment was situated on a desk along one of the walls.

Anyway, when all of the participants arrived, we began by drawing countries.....Porter put one unit from each country in a small box and one at a time we drew. I believe the first country picked was Italy. "Weak" Italy had 2 factors working in its favor this time - it was played by a woman novice. Her name was Diane. Andy took his chance next and got Germany, Greg picked England, Bill chose Russia and Mike (who before he drew said he had a knack for picking Turkey) got - Turkey. These four were, I assume, all young men from high school. I was next (finally) and having a 50-50 shot at France, picked Austria, to my heart's discontent. That left Porter with France. Porter then armed each of us with a conference map and an index card to write our orders on. We had 30 minutes for initial diplomacy, 15 minutes for each turn after S '01, and 5 minutes to write orders, retreats and adjustments. With the timer set for the first period, we began.

I started out by explaining some of the basic points of the game to Italy with Porter's help. While I was explaining something as innocent as order writing her I noticed Russia and Turkey had disappeared from the room. I pointed this out to Italy and told her they were plotting against us. Next thing I remember we were alone in the kitchen. I don't know what came over me but I decided to take pity on the poor novice. So what do I do? I offer her Greece. She was all for the idea and we planned a convoy there for Fall 1901.

Next I found myself back at the board with Italy and Turkey present. I inquired if Turkey was moving to the Black Sea. His answer -- a definite maybe. Next, Russia wanted to talk to me. Subject: Rumania. He wanted it and I said he could have it as long as he occupied it with a fleet. We also decided on a standoff in Galicia (my idea).

Soon time was up and we all wrote our first orders. Porter collected all the cards and then handed them to me saying, "We'll let the professional GM to this". So I read out the orders and here are the highlights: Turkey took Bul and moves his fleet to Con while Smy held. Russia took Rum (which left the Black Sea open), sent War to Gal to bounce my Avie, and ordered Mos-Sev & StP(sc)-Bot. My other army went to Ser and my fleet held. Italy's army stayed in Ven while she took the Ionian and shuffled Rom to Nap. Germany's fleet went to Hol and his armies to Kie and Ruh. France occupied the MAC, Spa & Pic, while England took to the North & Norwegian Seas and positioned his army in Edi.

I had wanted Germany to move to Den and keep Russia out of Sweden but he didn't. I wanted someone to take the Black Sea but no one did. I didn't like seeing Russia in Rum but couldn't see how to avoid it and still take Ser. My real mistake was not trusting Italy. My fleet should have went to Albania - she wouldn't have moved to Trieste.

Fall 01 Diplomacy: First with Italy I made sure she wrote the convoy orders to Greece properly. Then I asked her to move to Tyr to give me future help vs. Russia. She agreed, but I still didn't trust her enough to move out of Tri. I also talked to Russia and we agreed to standoff in Gal again. I remember talking to Germany, too, and asking him why he let Russia get Sweden. He said I let him have Rum so what's the difference, and I said I had to let him take it so I could take Ser and bounce Gal at the same time.

I was a constant talker and did my best to break the inevitable R/T alliance. This gained me the title of 'Mr. Propaganda' from Russia, who was pretty good at the stuff himself since he and Turkey keep calling Italy my puppet. I didn't have much contact with England or France.

The Fall 1901 results: In the west France went for broke and got Bel unopposed while occupying Por and keeping Spain. 3 builds for Porter. Germany stayed in Hol, slipped into Burgandy and tried for Den but didn't make it because the English F Nth stopped him. So, Andy got only one build. The A/R standoff in Gal went according to plan, and Russia used A Sev & F Rum for mutual support while sailing into the ports of Sweden. Bill got 2 builds.

BEGINNER'S LUCK - cont.

My F Tri held again (a waste) while Ser hit Rum for the hell of it (mistake!). I got one build. Italy duly moved to Tyr and convoyed to Gre but, lo and behold, Turkey ordered A Bul-Gre to bounce her. The novice got no builds while Turkey (who also steamed into the Aegean and reoccupied Con) got one build. I honestly did not expect that Turkish move. I had promised before S '01 to support Italy to Gre if necessary. But I didn't think it was necessary. I was in a bad position diplomatically which was not helped by Russia and Turkey going around saying I set the whole thing up from the beginning and stabbed Italy. I mean if I had stabbed Italy why did I invite her to move to Tyr and then NOT take Ven? And R/T called me the propagandist!

Anyway, I built an army in Bud (my only choice), E added F Edi, a fleet popped up in Bre and armies in Par & Mar for F, G went for A Mun, I was even, Russia built A Mos and F StP(nc) while T got F Smy.

1902 turned out to be a decisive year but I'll tell you about that and the rest of the game next time.

TO BE CONTINUED.....

A LETTER FROM MARK ROWELL:

I am opening a blind Dippy game. You and your readers are invited to participate. It would be run like the Retaliation Bling game with longer deadlines (3weeks). For those of you that don't know what a blind game is:

A blind game is a game in which you can only see your own units and only find out directly what happened to those units, all other information is gotten from other players and deduction. Moves are sent out on a SAS postcard and the results of your move are recorded on your m e and sent back to you. If interested send a SAS to: Mark Rowell, 549 A Piazza, Mountain View, California 94043. I will send the player list when the game fills and the complete details as far as rules go (i.e., Houserules, rules are standard Dippy rules with some minor adjustments.

((Thanks for the invite Mark, but I personally must decline. Maybe some of my readers are willing though. DLS))

PERSONAL NOTES

- 10 -

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